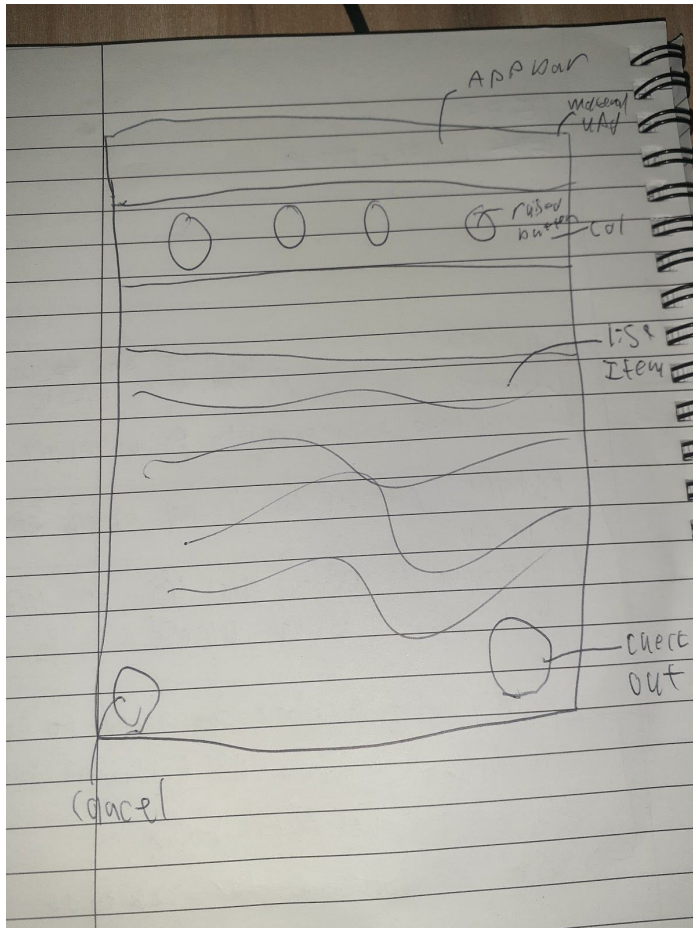


## Read Me

### Francis Walker: Mini Project 1

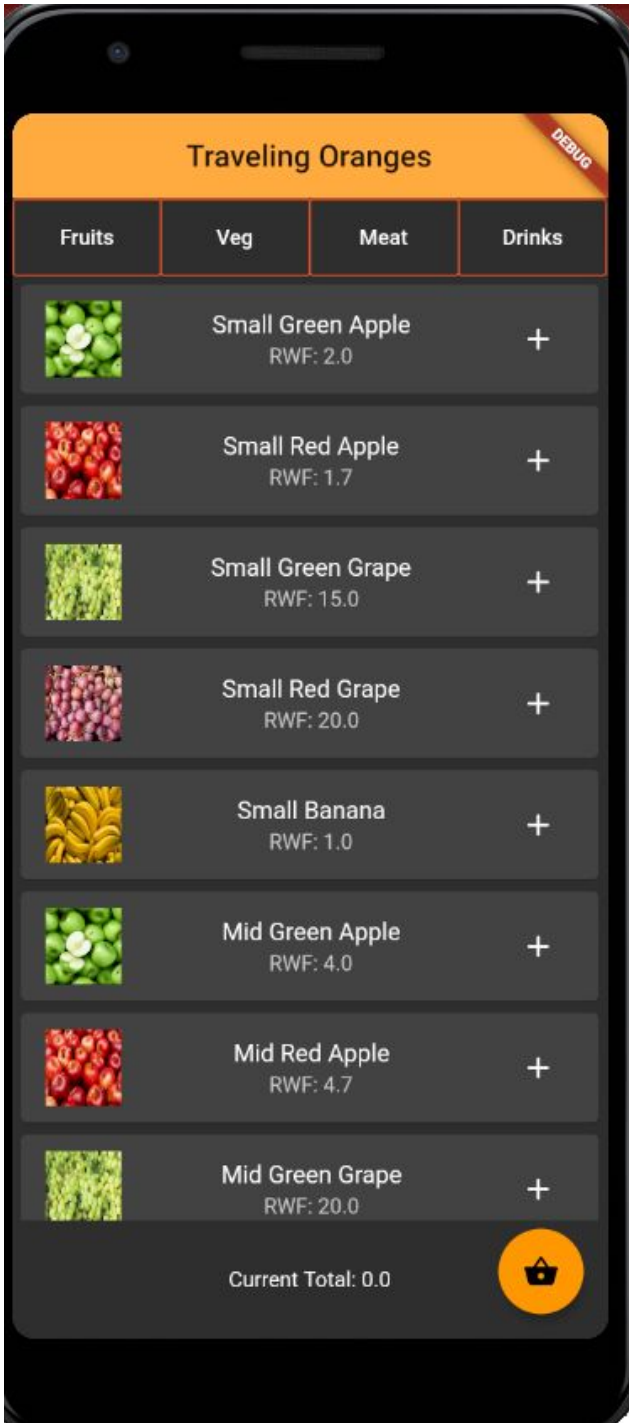
Method:

- A basic UI was Sketched on paper to plan the implementation.



- The basic UI was Implemented in Flutter.
- Functionality was added to the basic UI.

## Design



A material app was created with a scaffold as the home.

Within the scaffold:

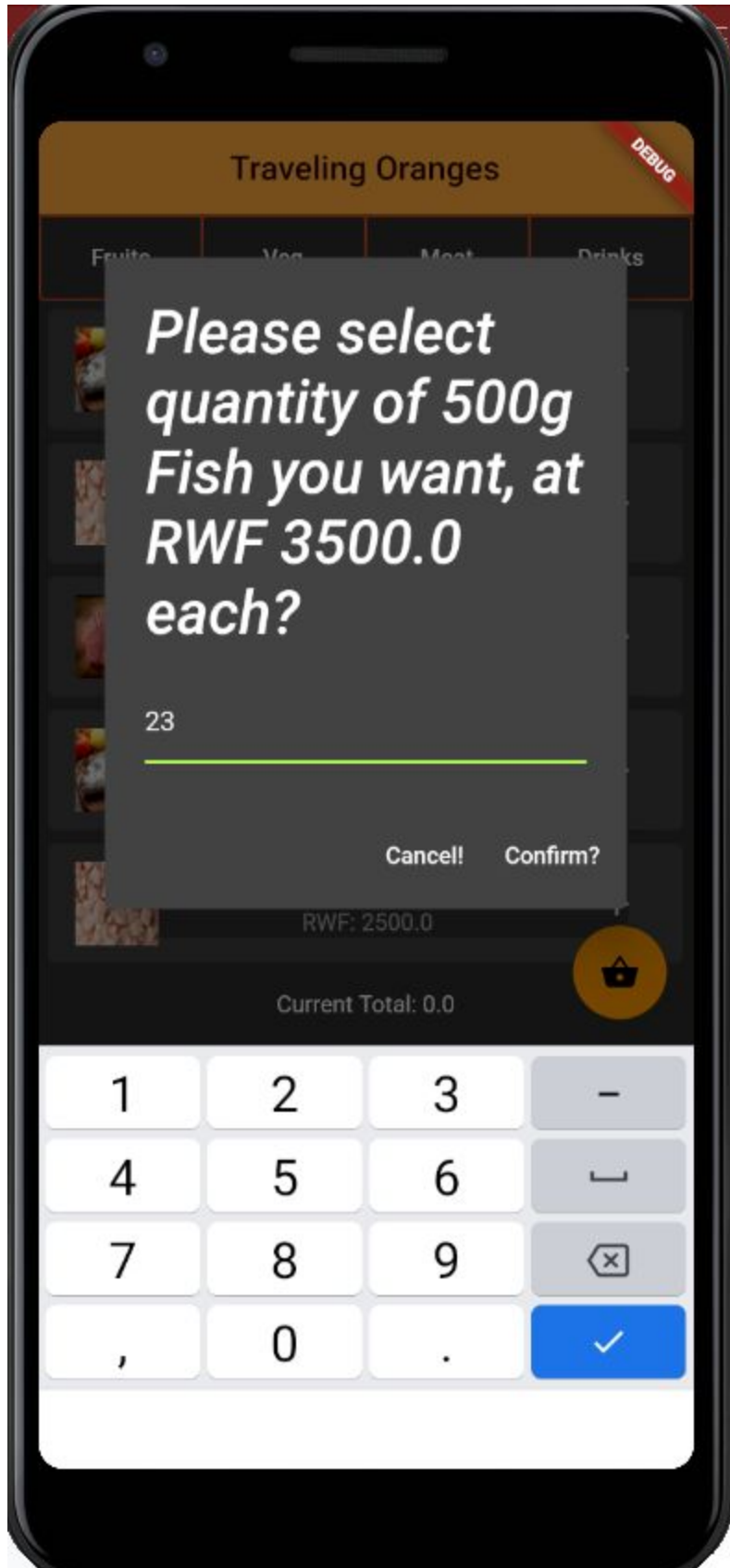
An App Bar with a title.

A row which contained 4 outlined buttons expanded to take the whole row. Category Menus. On click the state is set such that the menu is changed

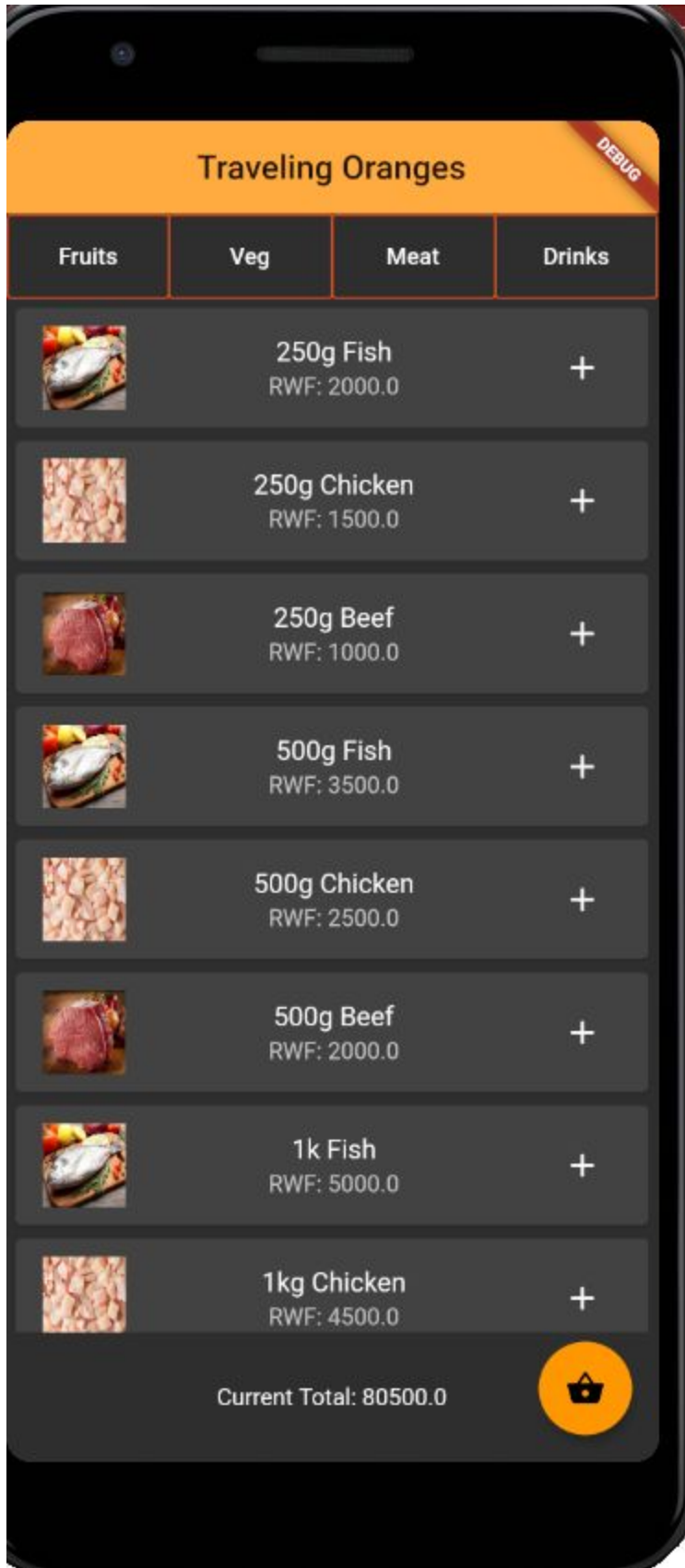
A List View to display the items. For each item a List Tile was created: the leading is an image associated with the name, the content has a title of the name of the item and the subtitle is the price. The trailing is an icon that on click displays an alert dialog asking the user to input the quantity. Once inputted the current total is updated to reflect the new chart.

A row which displays the current total value of the chart,

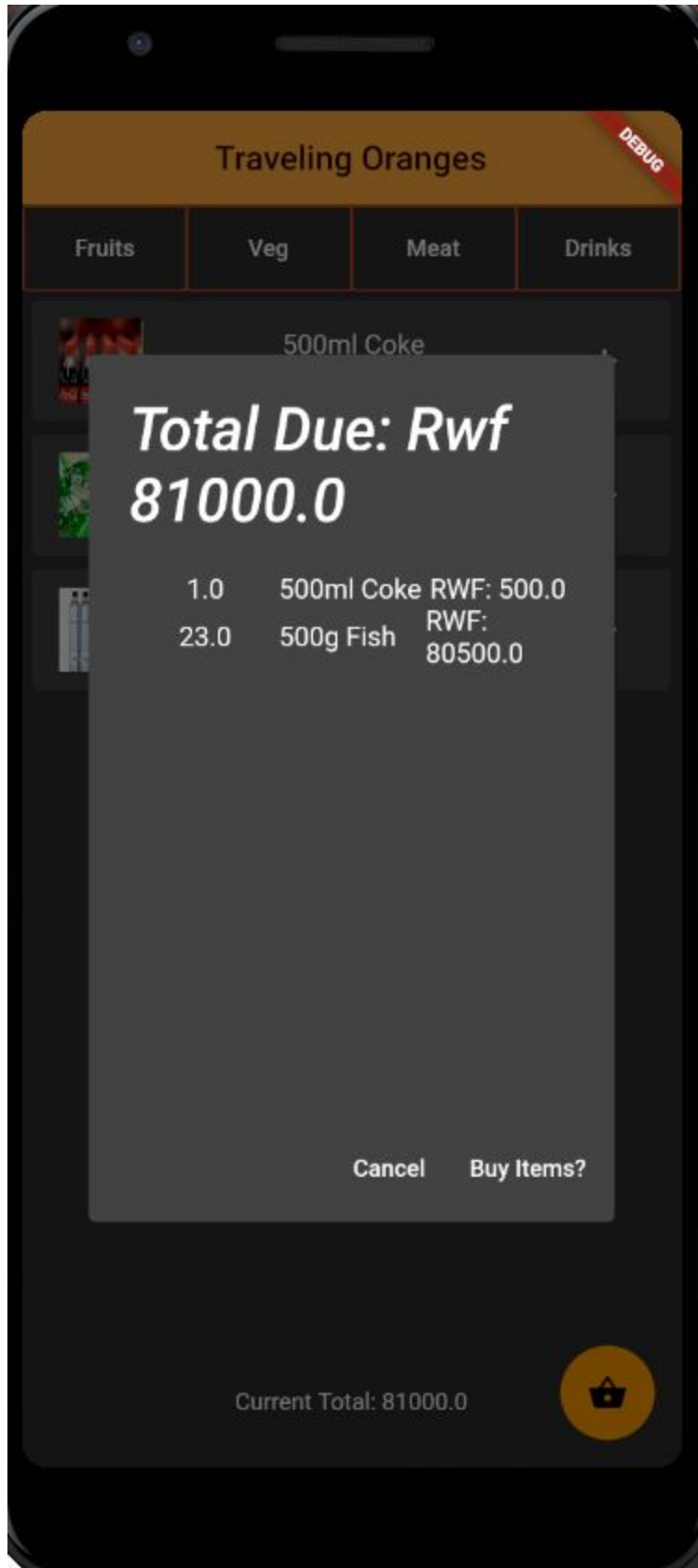
A floating action button which displays the chart and asks the user to confirm purchase.



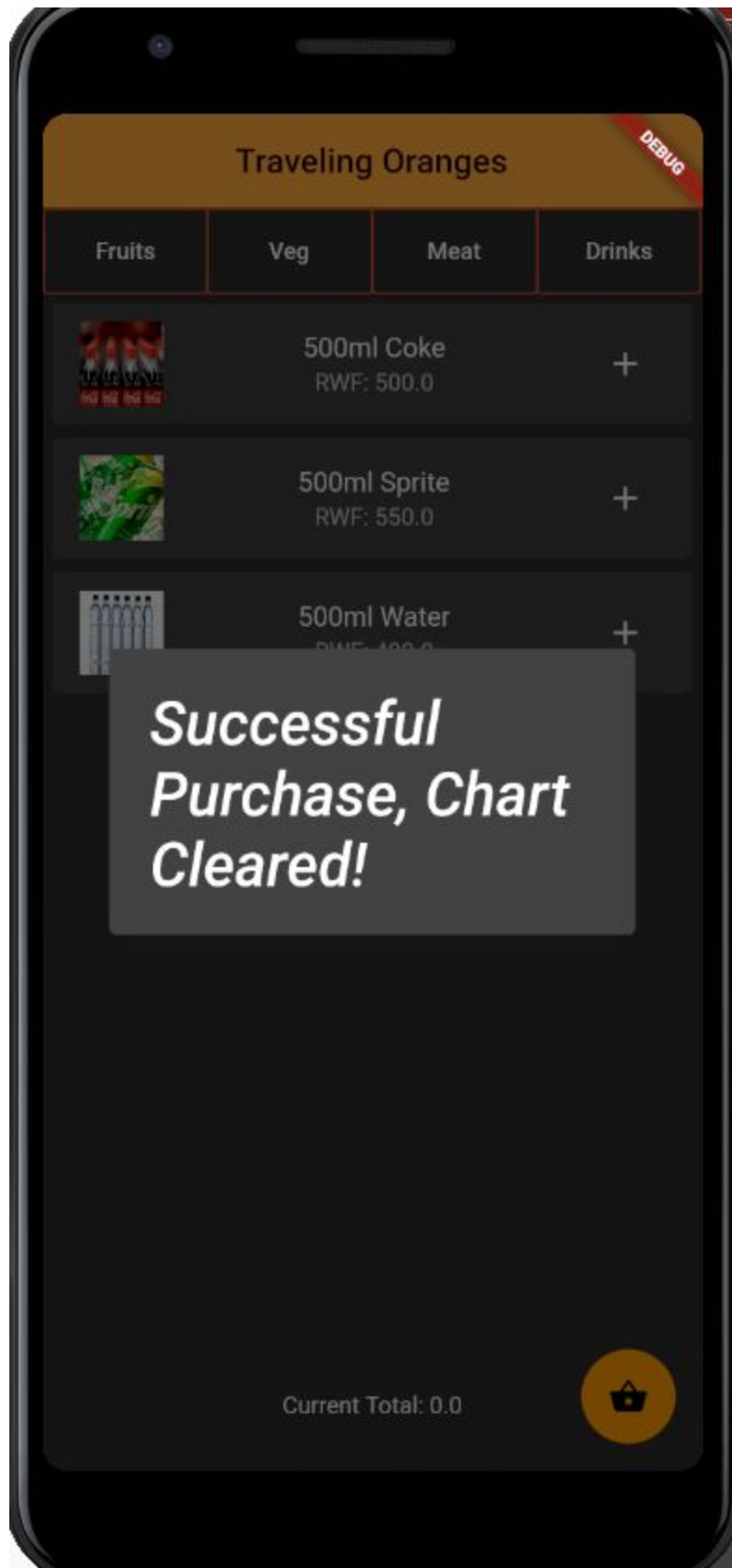
On clicking the add icon on the tile view. The alert dialog asks the user for input of quantity. The text Field is formatted to only accept digit input.



On confirmation of quantity the current total variable is updated and state is set.



Once clicking the floating action button, an alert is displayed which shows the current total, inventory and flat buttons to cancel the check out or buy items to complete checked



Once the buy items button is clicked the user is displayed an alert completing the sale. The app is reset to default.